

FIG. 1

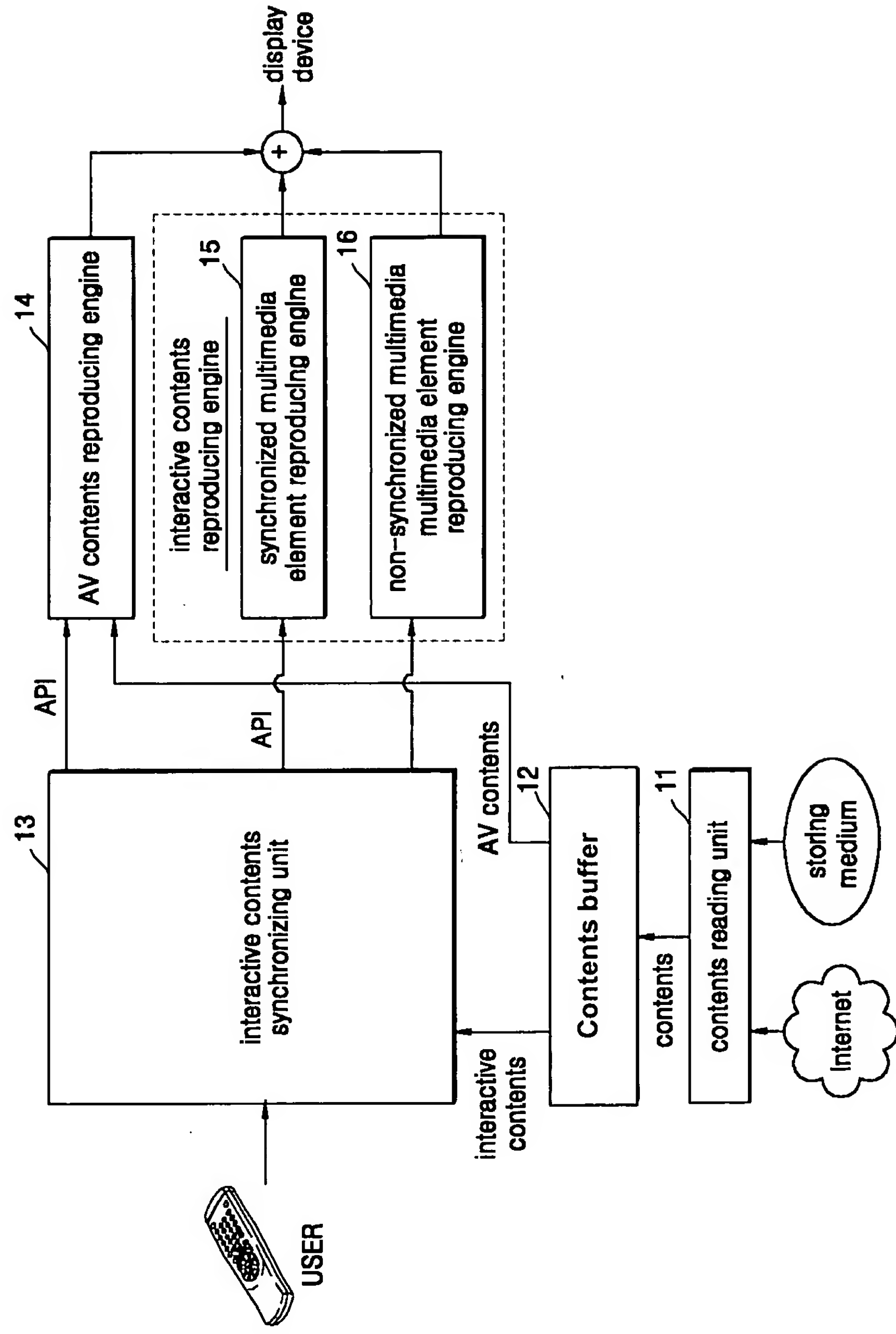


FIG. 2

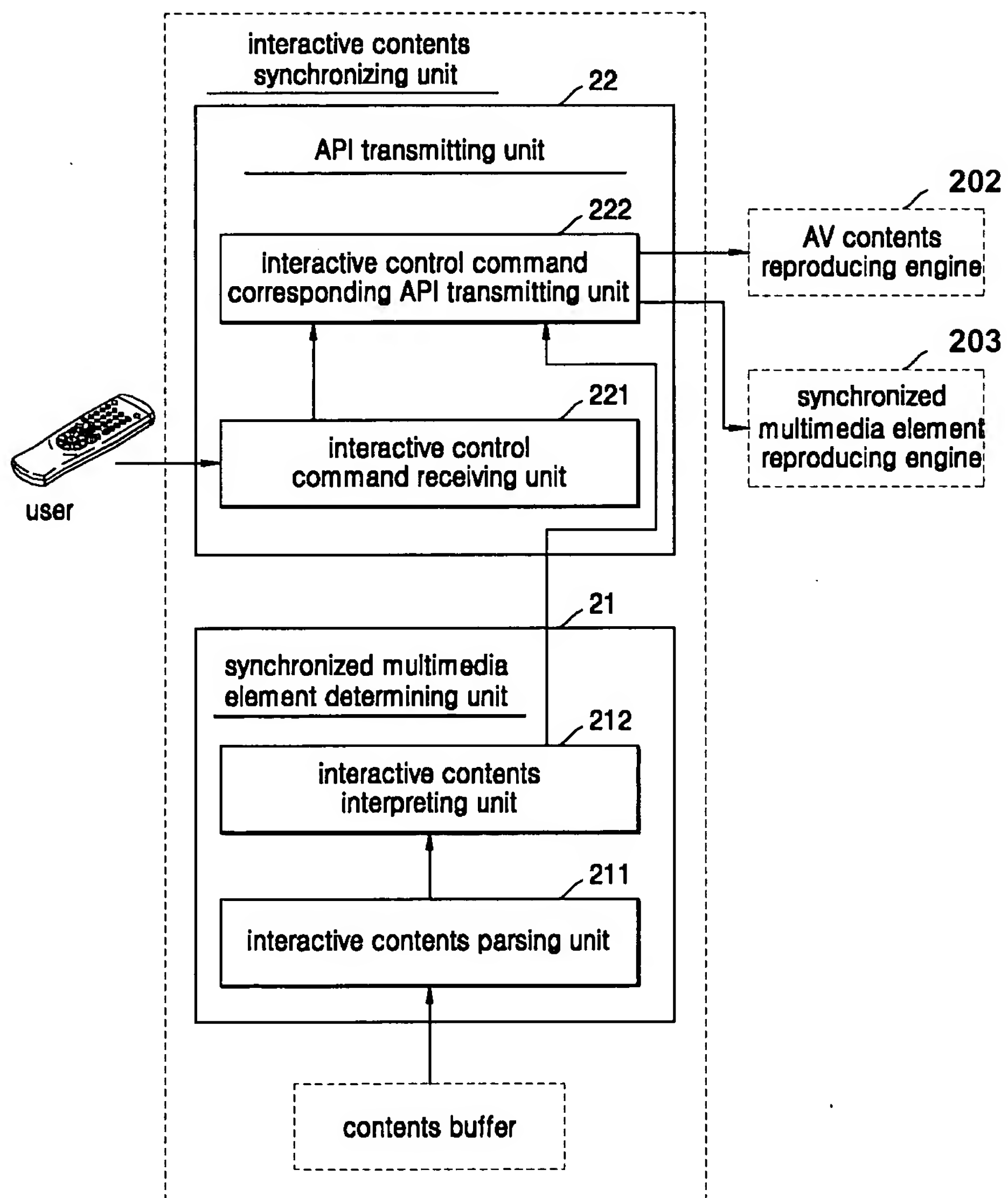


FIG. 3

```

<html>
  <head>
    <meta name="synchronization_id" contents="2" />
  </head>
  <body onload="dvdvideo.play();">
    <table border="0" width="720" height="480">
      <tr>
        <td width="277" height="184" align="left" valign="top">
          <object data="dvd:" width="277" height="184" border="0"/>
        </td>
        <td width="443" height="480" align="left" valign="top" rowspan="2">
          <object id="1" data="ani1.swf" type="application/x-shockwave-flash" />
        </td>
      </tr>
      <tr>
        <td width="277" height="296">
          <object id="2" data="ani2.swf" type="application/x-shockwave-flash" />
        </td>
      </tr>
    </table>
  </body>
</html>

```

FIG. 4

```

<html>
  <body onload="dvdvideo.play();">
    <table border="0" width="720" height="480">
      <tr>
        <td width="277" height="184" align="left" valign="top">
          <object data="dvd:" width="277" height="184" border="0"/>
        </td>
        <td width="443" height="480" align="left" valign="top" rowspan="2">
          <object data="ani1.swf" type="application/x-shockwave-flash"
            synchronization="false" />
        </td>
      </tr>
      <tr>
        <td width="277" height="296">
          <object data="ani2.swf" type="application/x-shockwave-flash"
            synchronization="true" />
        </td>
      </tr>
    </table>
  </body>
</html>

```

FIG. 5

```

Interface RCKeyEvent : UIEvent
{
    public const unsigned short VK_0 = 0; // keyCode is "0", keyName is "0"
    public const unsigned short VK_1 = 1; // "1"
    public const unsigned short VK_2 = 2; // "2"
    public const unsigned short VK_3 = 3; // "3"
    public const unsigned short VK_4 = 4; // "4"
    public const unsigned short VK_5 = 5; // "5"
    public const unsigned short VK_6 = 6; // "6"
    public const unsigned short VK_7 = 7; // "7"
    public const unsigned short VK_8 = 8; // "8"
    public const unsigned short VK_9 = 9; // "9"
    public const unsigned short VK_A = 10; // keyCode is "10", keyName is "A"
    public const unsigned short VK_B = 11; // "B"
    public const unsigned short VK_PLAY_PAUSE = 12; // "PlayPause"
    public const unsigned short VK_STOP = 13; // "Stop"
    public const unsigned short VK_FF = 14; // "FastForward"
    public const unsigned short VK_FR = 15; // "FastRewind"
    public const unsigned short VK_SKIP_PREV = 16; // "Prev"
    public const unsigned short VK_SKIP_NEXT = 17; // "Next"
    public const unsigned short VK_SUBTITLE = 18; // "Subtitle"
    public const unsigned short VK_ANGLE = 19; // "Angle"
    public const unsigned short VK_AUDIO = 20; // "Audio"
    public const unsigned short VK_ROOTMENU = 21; // "RootMenu"
    public const unsigned short VK_TITLEMENU = 22; // "TitleMenu"
    public const unsigned short VK_UP = 23; // "Up"
    public const unsigned short VK_LEFT = 24; // "Left"
    public const unsigned short VK_RIGHT = 25; // "Right"
    public const unsigned short VK_DOWN = 26; // "Down"
    public const unsigned short VK_OK = 27; // "OK"
    public const unsigned short VK_RETURN = 28; // "Return"
    public const unsigned short VK_EXIT = 29; // "Exit"
    public const unsigned short VK_CONTENT_INFO = 30; // "Content"
    public const unsigned short VK_SCREEN_MODE = 31; // "Screen"
    public const unsigned short VK_FOCUS_CHANGE = 32; // "FocusChange"
    readonly attribute unsigned short keyCode;
    readonly attribute DOMString keyName;
    void InitRCKeyEvent (in DOMString typeArg,
        in boolean canBubbleArg,
        in boolean cancelableArg,
        in unsigned short keyCode,
        in unsigned short keyName);
}

```

FIG. 6

```
<html>
  <body onload="dvdVideo.play(); MediaPlayer.Play( );">
    <table border="0" width="720" height="480">
      <tr>
        <td width="277" height="184" align="left" valign="top">
          <object data="dvd:" width="277" height="184" border="0"/>
        </td>
        <td width="443" height="480" align="left" valign="top" rowspan="2">
          <object data="ani1.swf" type="application/x-shockwave-flash"
            synchronization="false" />
        </td>
      </tr>
      <tr>
        <td width="277" height="296">
          <object data="commentary.wmv" type="video/x-ms-wmv"
            synchronization="true" />
        </td>
      </tr>
    </table>
  </body>
</html>
```

FIG. 7

	DVD reproducing engine	Window media player	flash player
Play	dvdVideo.InputRCKey(12)	MediaPlayer.Play ()	FlashPlayer.Play()
Pause	dvdVideo.InputRCKey(12)	MediaPlayer.Pause ()	FlashPlayer.Pause()
Stop	dvdVideo.InputRCKey(13)	MediaPlayer.Stop ()	FlashPlayer.Stop()
Prev	dvdVideo.InputRCKey(16)	MediaPlayer.Previous ()	FlashPlayer.Prev()
Next	dvdVideo.InputRCKey(17)	MediaPlayer.Next ()	FlashPlayer.Next()

FIG. 8

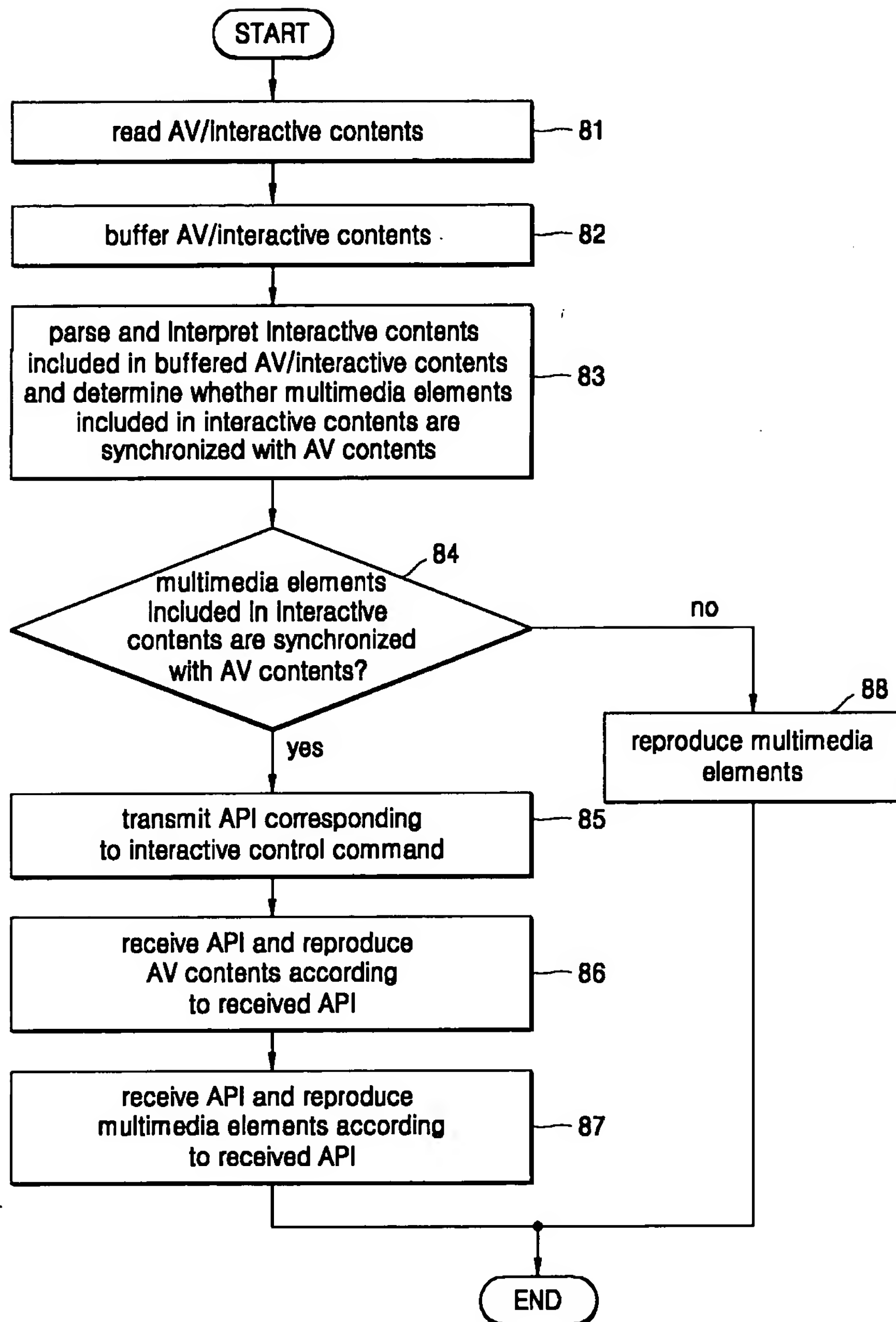


FIG. 9

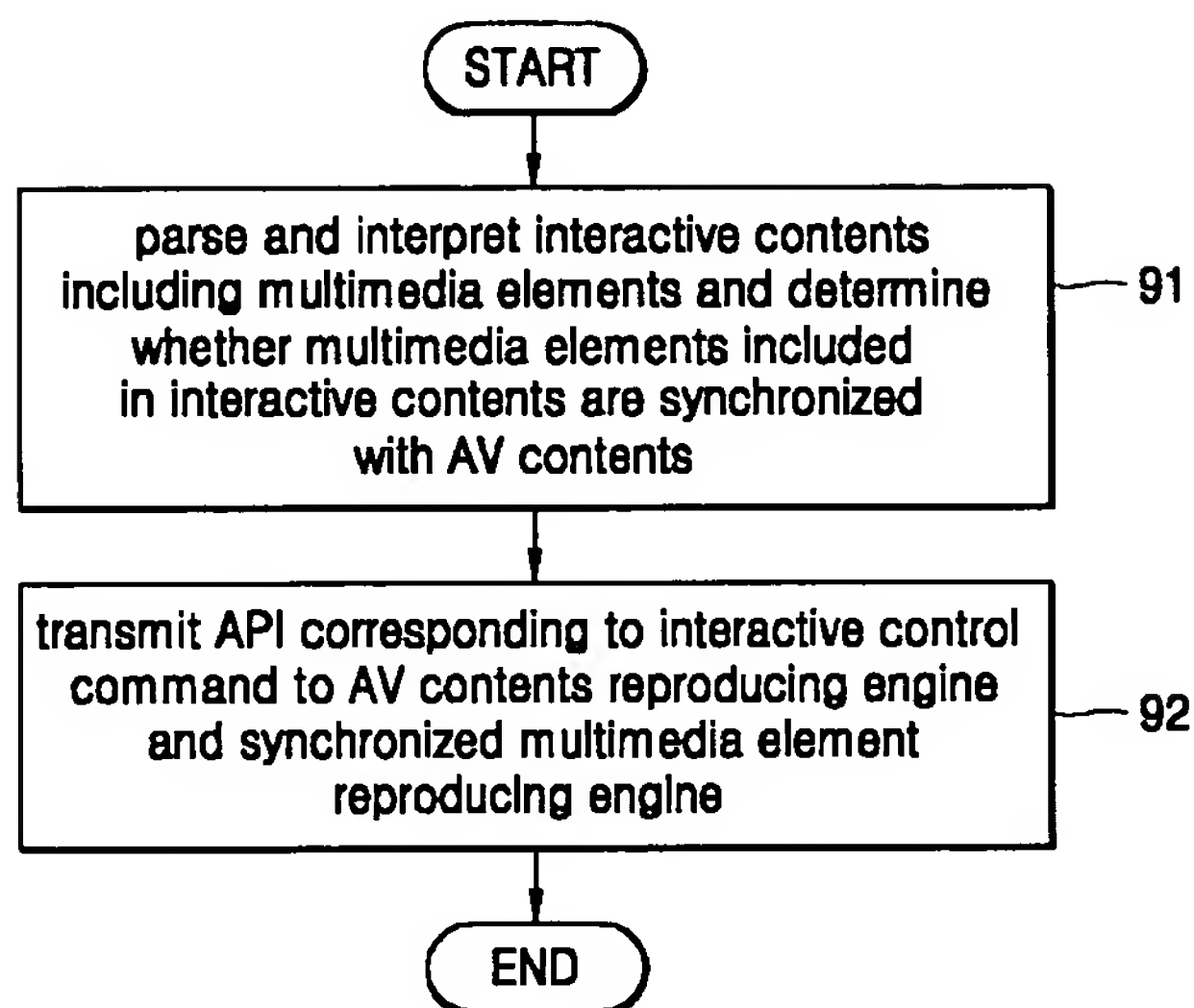


FIG. 10

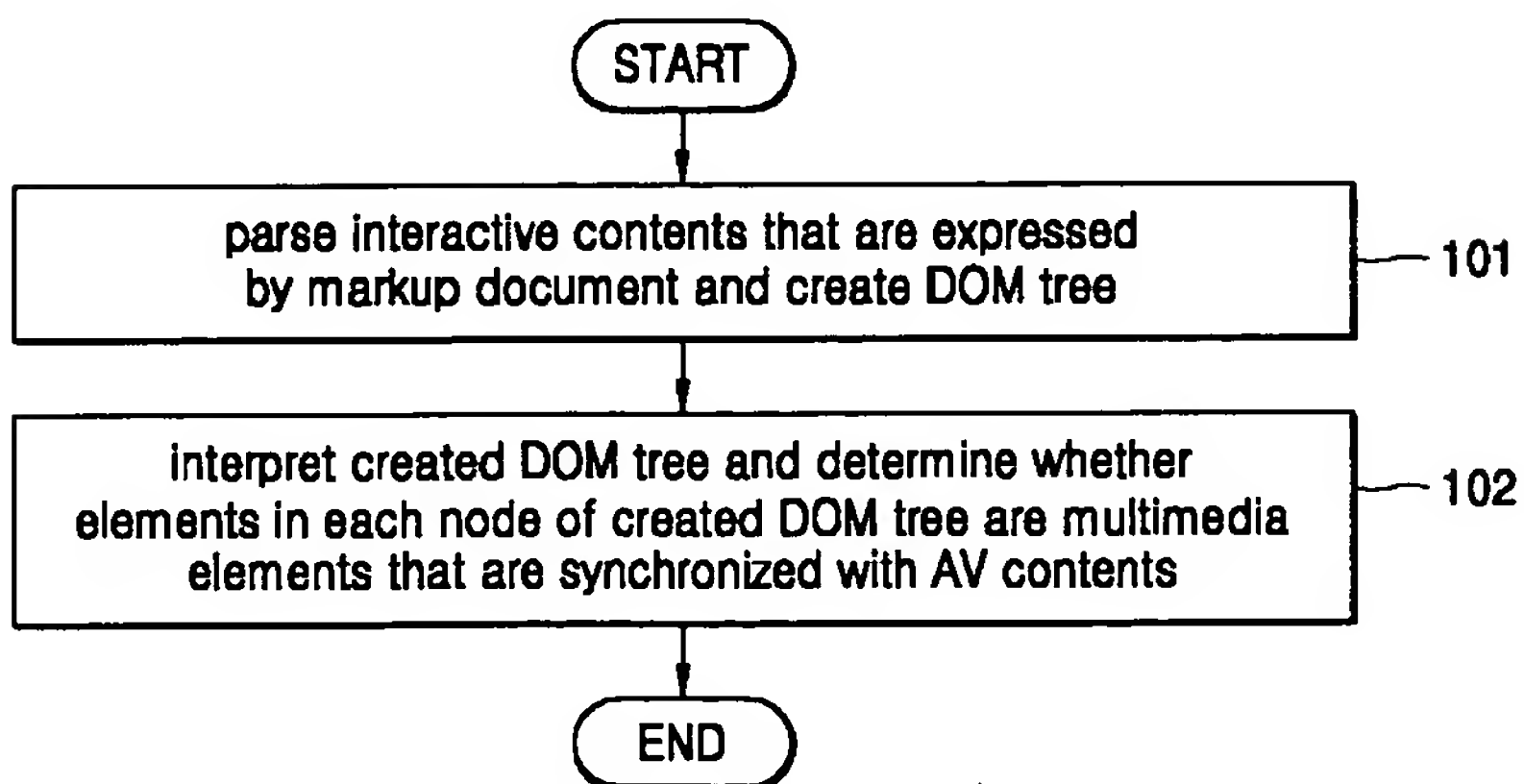


FIG. 11

